

The following Listing of Claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1. (Currently Amended) A computer readable medium encoded with a computer program for displaying a plurality of objects on a display unit of a video game device from a plurality of angles, the computer program comprising:

code for receiving an operation from an operator via an operation unit;

code for annularly moving a camera viewpoint, in accordance with the operation ~~received by the operation reception function~~, with respect to a reference point as a center, the reference point being selected from at least two points on a straight line linking a first object and a second object among the plurality of objects; and

code for displaying at least one image of the first and second objects from the camera viewpoint after being moved.

2. (Currently Amended) The computer readable medium encoded with the computer program according to claim 1, the computer program further comprising

code for determining a tilt direction of the operation unit, wherein

the camera viewpoint ~~is annularly moved around the reference point, and~~ is moved in accordance with an angle corresponding to the tilt direction.

3. (Previously Presented) The computer readable medium encoded with the computer program according to claim 1, the computer program further comprising

code for receiving a camera viewpoint height operation from the operator to adjust the height of the camera viewpoint, and

code for adjusting the camera viewpoint to the height based upon the camera viewpoint height operation.

4. (Currently Amended) A computer readable medium encoded with a computer program for displaying a plurality of objects on a display unit of a video game device from a plurality of angles, the computer program comprising:

code for receiving an operation from an operator via an operation unit;

code for annularly moving a camera viewpoint, in accordance with the operation, around a reference point as a center, the reference point being selected from at least two points on a straight line linking a first object and a second object among the plurality of objects; and

code for displaying at least one of the first and second objects on the display unit from the camera viewpoint after being moved.

5. (Currently Amended) An image display control method for displaying a plurality of objects on a display unit of a video game device from a plurality of angles, comprising:

receiving an operation in the video game device from an operator via an operation unit;

moving a camera viewpoint, in accordance with the operation ~~operations received in the operation reception step~~, with respect to a reference point as a center, the reference point

being selected from at least two points on a straight line linking a first object and a second object among the plurality of objects; and

displaying on the display unit of the video game device at least one image of the first and second objects from the camera viewpoint after being moved.

6. (Currently Amended) An image display control device which displays a plurality of objects on a display unit from a plurality of angles, comprising:

an operation reception means which receives an operation from an operator via an operation unit;

a camera viewpoint movement means that causes a camera viewpoint to move, in accordance with the operation received by the operation reception means, with respect to a reference point as a center, the reference point being selected from at least two points on a straight line linking a first object and a second object among the plurality of objects; and

a camera image display control means that causes at least one of the first and second objects to be displayed on the display unit from the camera viewpoint after being moved by the camera viewpoint movement means.

7. (Currently Amended) The computer readable medium encoded with the computer program according to claim 1, wherein

the reference point is located closer to the first object than ~~that~~ to the second object, and

the length between the first object and the second object is shorter than the length between the reference point and the second object.

8. (Currently Amended) The computer readable medium encoded with the computer program according to claim 1, wherein

the reference point is located closer to the first object than ~~that~~ to the second object,

and

the length between the first object and the second object is longer than the length between the reference point and the second object.

9. (Currently Amended) The image display control method according to claim 5, wherein

the reference point is located closer to the first object than ~~that~~ to the second object,

and

the length between the first object and the second object is shorter than the length between the reference point and the second object.

10. (Currently Amended) The image display control method according to claim 5, wherein

the reference point is located closer to the first object than ~~that~~ to the second object,

and

the length between the first object and the second object is longer than the length between the reference point and the second object.

11. (New) The computer readable medium encoded with the computer program according to claim 1, wherein
the reference point is selected by the operator.